

ATARI - 32K DISK
REQUIRES DOS 2.0

BY JIM MONCRIEF
& MIKE WALL

LUNAR



LANDER



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INSTRUCTIONS

LUNAR LANDER

FOR TRS-80 MODEL 1 & MODEL 3
BY JACK MONCRIEF & MIKE WALL

Approximately 70 hours into your Apollo Mission, you're seated securely in your LEM, dropping softly towards one of the many landing sites below. Suddenly, your panel lights indicate that the on-board radar is malfunctioning - - - you've lost readouts for altitude and speeds. It's too late to abort the mission. You are forced to attempt a landing using only visual references. Your best chance is to watch the video display as Houston's "Mission Control" follows your descent using a television camera left on the moon by the last mission.

As the letters from the last message disappear from the screen, the image of your craft drifting across the jagged, lunar horizon comes into view. Although the moon's gravity is a fraction of earth's, the main engines work sluggishly to overcome it (holding the **SPACE BAR** down continues the thrust). Small directional rockets control your lateral movement (holding either arrow key down causes the engine to continue to "burn"). Successful landings earn points corresponding to the values below the sites while a crash deducts a thousand units of fuel. Note the deep ravine where you can also refuel up to 3 times!

With excellent animation and realistic sound, this program will make "Lunatics" of us all!

LOADING INSTRUCTIONS FOR TRS-80

TO LOAD LUNAR LANDER FROM TAPE

- 1) If Model 1, shut off expansion interface.
- 2) If Model 3, select low cassette speed.
- 3) Type **SYSTEM**.
- 4) Type **LUNAR**.
- 5) Tape should load with two blinking * in upper corner. If a "C" shows up, press the reset button and return to step #3.
- 6) Type **7**.

To load Lunar Lander from disk, put the disk in drive 0 and boot the system by pressing the Reset button.

SOUND ON YOUR TRS-80

- 1) Load the sound program into computer.
- 2) Plug the mike wire from computer into the AUX jack on cassette player. (This is its normal position.)
- 3) Remove the remote plug.
- 4) Plug in an earphone or any speaker into the earphone jack on the cassette recorder.
- 5) Open the cassette recorder top as if you were putting a tape in. In the left rear of the cassette space, you will see a small micro switch. If you press this switch, you will be able to press the **RECORD** key. Do this now.
- 6) Press **RECORD** and **PLAY** at the same time.
- 7) You should now get sound from your earphone or your speaker.

SEE BACK PANEL FOR ATARI INSTRUCTIONS

INSTRUCTIONS

LUNAR LANDER

ATARI VERSION BY JEFF JESSEE

With BASIC cartridge in place, and at least 24K of RAM memory, type CLOAD and hit **RETURN** at the sound of the tone. With additional memory for DOS, the program may be saved on disk by typing **SAVE "D:LUNAR"**.

If the tape does not seem to load, try repeating the whole procedure using the other side of the tape. Also, try cleaning the head of the tape player using a Q-tip and standard rubbing alcohol.

If you get an ERROR 138 within a minute or so of loading, then try positioning the tape (using a regular cassette player). Play the tape until you hear the first long tone, then put the tape into the Atari cassette player and repeat the whole procedure.

RUN the program, and select the difficulty level from the MENU using the joystick to position the LEM.

You will get 5 chances to land the LEM each game, with a new supply of fuel for each try. On the first 3 levels, you have a choice of 5 landscapes, numbered to indicate their relative difficulty. At the 'Commander' level, you must land on the first pad to refuel before you can get to the second pad.

Pads (the green flat areas) are the only safe landing spots. You control the LEM's left and right thrusters by moving the joystick in the direction you want to go. Your braking rocket is activated by pushing the joystick up or pressing the trigger (allowing upward and horizontal thrust at the same time). Note that the left and right thrusters are not as powerful as the braking rocket.

Your fuel supply is shown as a bar graph on the right. The bar's color changes from green to red when you have used 75% of your fuel. The LAND indicator on the left is green when your velocity is low enough to land safely. Red means unsafe, yellow doubtful.

After each turn your score is shown, and if you land successfully 5 out of 5 turns, you receive a special bonus display. (You may abort this display by holding down the trigger after the 5th landing.)

Your score is determined by the difficulty level, the relative landing pad difficulty, and the amount of unused fuel. You receive negative points for crashes.

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If you want to use your joystick in a slot other than #1, modify the value of JST in LINE 13.

If, with practice, the last two levels do not present enough of a challenge, you may reduce the fuel supply in lines 20570 (CAPTAIN) or 20580 (COMMANDER). Turns per game is defined on line 20. The speed of play may be adjusted by changing the value of SP in LINE 10.



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TRS-80



ATARI

LUNAR LANDER PROGRAM PARAMETERS

LANGUAGE	Machine(TRS-80) Hybrid (Atari)
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME ...	5 min.
SUGGESTED AGE GROUP	8 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT: ...	None (TRS-80) Joysticks (Atari)

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LUNAR LANDER

TRS-80 By Mike Wall & Jack Moncrief
Atari Conversion By Jeff Jessee

In the TRS-80 version of the popular game, your micro will be taxed to its graphic limits! Written in fast machine language, the landscape scrolls horizontally by as you guide your LEM (Lunar Excursion Module) across the lunar surface. As you near your selected landing site, the automatic camera left behind by the previous mission "zooms in" for a tight close-up of your final descent! Each crash will cost you 1000 fuel units, but for the skilled player, relief can be found at the ravine's bottom with a refill at the fuel depot!

The ATARI joystick version features color graphics, and snappy 4-voice sound effects. Your mission is to make 5 successful landings with your LEM — if you've got what it takes to be a lunar pilot, you'll plant the U.S. flag to the rousing tune of "The Star Spangled Banner!" The ATARI version also includes multiple skill levels for the novice to the pro!

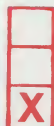


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TRS-80

APPLE

ATARI

BOOT SYSTEM AFTER (Apple - Put in Drive 1)
(TRS-80 - Put in Drive 0) Unless otherwise instructed

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